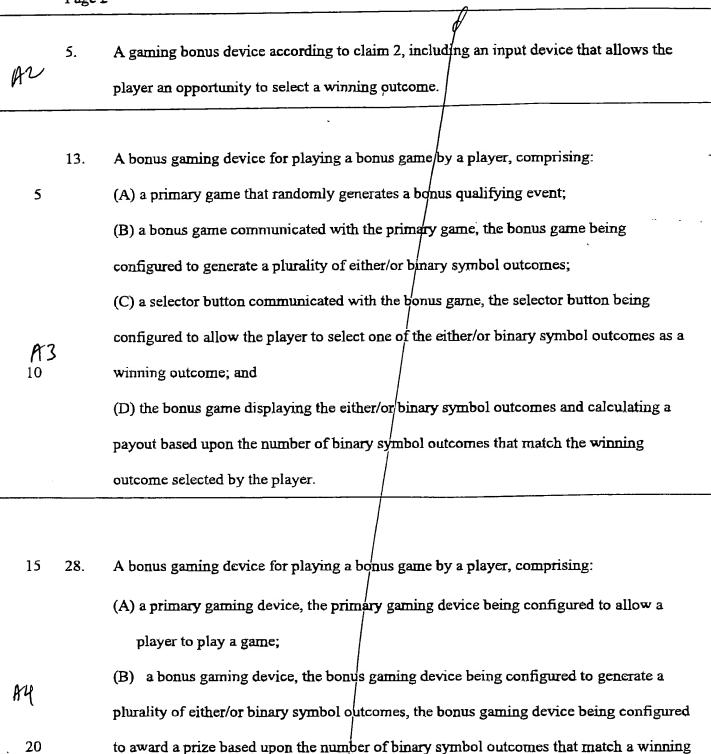
outcome;

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In re application of: Jerald C. Seelig and Lawrence M. Henshaw Serial number: 09/967,055 Page 3 (C) an input device in communication with the bonus gaming device, the input device being configured to allow the player to select one of two outcomes as the winning outcome; and (D) a display configured to display the either/or binary symbol outcomes. 5 A method of playing a game by a player, the method comprising: 40. (A) allowing the player to play the game, the game awarding a prize to the player; (B) allowing the player to select between receiving the prize or multiplying the prize by an unknown multiplier to obtain a second prize; (C) awarding the prize to the player, if the player selects to receive the prize; 10 (D) allowing the player to select one of two binary outcomes resulting in a player selected binary outcome, if the player selects to multiply the prize by the unknown AS multiplier; (E) selecting at least one binary outcome; 15 (F) displaying the binary outcome to the player; (G) determining the multiplier, the multiplier being proportional to the number of binary outcomes matching the binary outcome the player selected; (H) multiplying the prize by a multiplier to obtain the second prize; and (I) awarding the second prize to the player. 50. A gaming bonus method for use in a gaming system comprising:

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(A) allowing a player to play a gamle;

- **(B)** producing a predefined bonus qualifying event;
- (C) allowing the player to select a winning binary outcome; and